DEFAULT CONTROLS

Brake/Reverse Ⓛ

Ⓡ **Accelerate**

Ⓧ **Reverse**

Ⓛ ⊕ **Steer**

Ⓨ **Look back**

Ⓐ **Emergency brake**

Cycle camera views

Pause ▷

Cycle HUD-damage and tire-heat indicators

Look left, right, back Ⓡ

Manual Transmission

Ⓑ **Upshift**

Ⓧ **Downshift**

Ferrari
SALEEN
LOTUS
CHRYSLER
LICENSED PROJECT
Ford Official Licensed Product
GM OFFICIAL LICENSED PRODUCT 25-25701-58859
DODGE

Get the strategy guide
primagames.com®

PRIMA GAMES

Microsoft game studios®

0205 Part No. X10-90863

XBOX®

LIVE™ ONLINE ENABLED

FORZA MOTORSPORT™

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information   The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

CONTENTS

GAME CONTROLS

MANUAL TRANSMISSION

B UPSHIFT

X DOWNSHIFT

BRAKE/REVERSE **L**
(AutoReverse when in automatic-shifting mode)

R ACCELERATE

X REVERSE
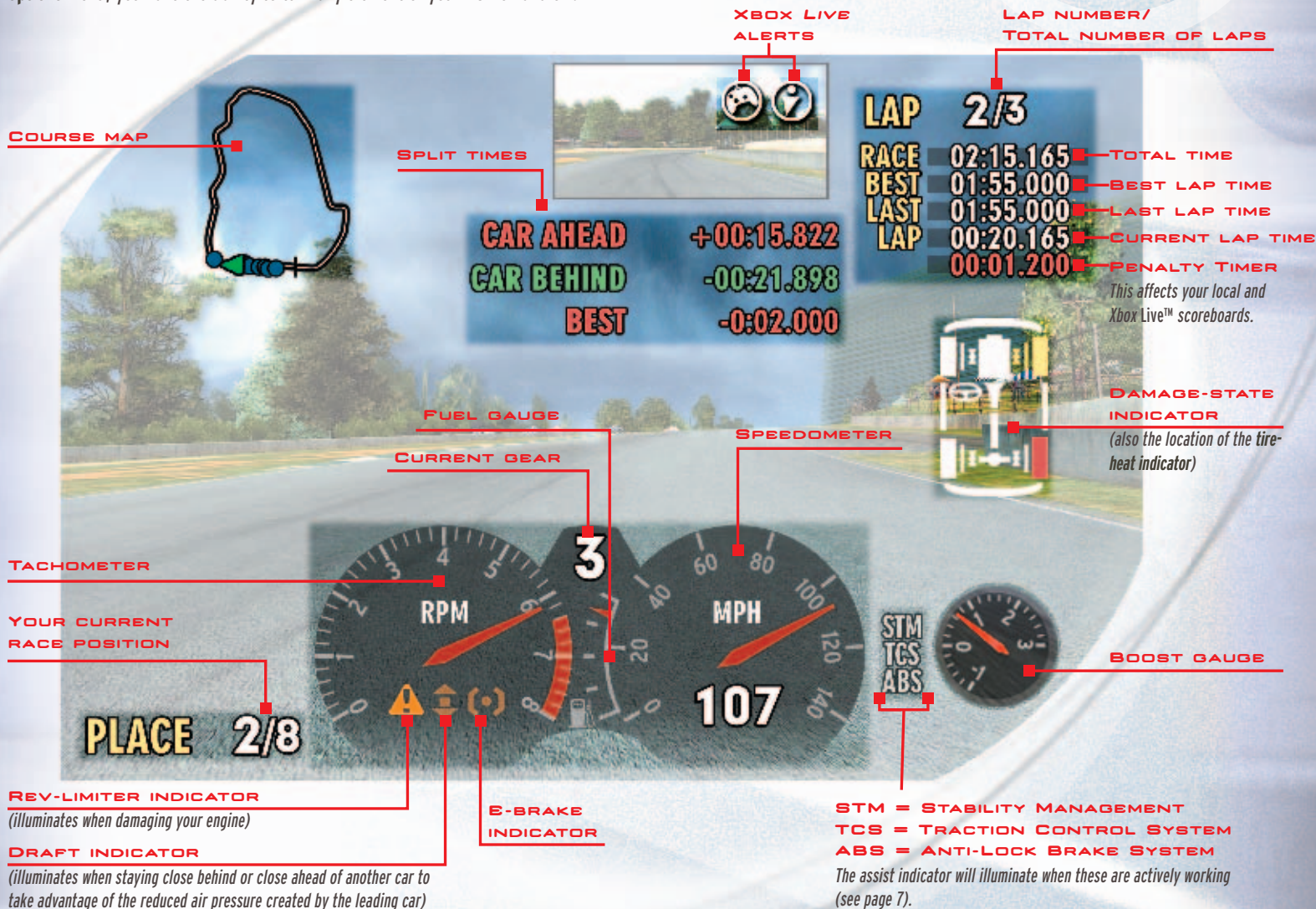
Y LOOK BACK

L ⊕ STEER

GAME CONTROLLER OPTIONS

From the **Options** menu, select **Controller Options** to:

■ Pick an alternate controller setup.

■ Change the **D-pad** to control your music (volume and track advance).

■ Turn vibration on and off.

A EMERGENCY BRAKE

● CYCLE CAMERA VIEWS

CYCLE HUD-DAMAGE AND TIRE-HEAT INDICATORS

R LOOK LEFT, RIGHT, BACK

*When navigating the pre-race UI, you can control scrolling Help text with the **right thumbstick**.*

▷ PAUSE

Note that the display changes depending on your camera view. Within the **Options** menu, you have the ability to turn any element of your HUD on and off.

Xbox *Live* alerts

Lap number/ Total number of laps

LAP 2/3

Course map

Split times

RACE 02:15.165 — **Total time**
BEST 01:55.000 — **Best lap time**
LAST 01:55.000 — **Last lap time**
LAP 00:20.165 — **Current lap time**
00:01.200 — **Penalty Timer**

This affects your local and Xbox Live™ scoreboards.

CAR AHEAD +00:15.822
CAR BEHIND −00:21.898
BEST −0:02.000

Damage-state indicator
*(also the location of the **tire-heat indicator**)*

Fuel gauge

Current gear

Speedometer

3

Tachometer

RPM

MPH

STM TCS ABS

Your current race position

107

Boost gauge

PLACE 2/8

Rev-limiter indicator
(illuminates when damaging your engine)

Draft indicator
(illuminates when staying close behind or close ahead of another car to take advantage of the reduced air pressure created by the leading car)

E-brake indicator

STM = Stability Management
TCS = Traction Control System
ABS = Anti-Lock Brake System
The assist indicator will illuminate when these are actively working (see page 7).

Arcade Race

Compete wheel to wheel against game-controlled (A.I.) drivers as you unlock new cars and Arcade race series (see page 9).

Career Mode

Compete online or offline in multiple race types, level up your driver to unlock manufacturer relationships, and earn money with which you can customize and collect cars (see page 10). In online Career races, you'll earn credits and level up your driver by racing human opponents.

Multiplayer

Race against another player on a split screen, use System Link to connect up to eight Xbox® consoles on a LAN (Local Area Network), or connect to the Xbox *Live* online service (see page 22). View scoreboards to see how you stack up against your friends, members of your Car Club, and the world (if you're not connected to Xbox *Live*, then you have access to local scoreboards only).

Time Trials

Attempt to set the fastest single-lap time on a specific track with a specific car. Because all players are racing the same car under the same conditions, the only factor here is skill.

Scoreboards and Ghosts

*Your times are uploaded automatically for any race to local and Xbox Live scoreboards, and depending on your rank, your ghost is uploaded automatically to Xbox Live scoreboards. You also can compete against a downloaded ghost in **Free Run** and **Time Trials**.*

To download a ghost from Xbox Live ▶

1. *Enter **Free Run** or **Time Trials**.*
2. *When you see **Scoreboards**, use* ⊗ *to toggle to the **Xbox** Live **Scoreboard**.*
3. *Press* ⓨ *to view the scoreboard full-screen.*
4. *Select the ghost you want to download, and follow the on-screen steps to download it. The ghost will be ready for you to race automatically.*

Note that you can download only one ghost at a time, and selecting a new track will delete the previously downloaded ghost automatically.

Free Run

Practice with any car on any track. There are three types of Free Run races: Hot Lap, Autocross, and Point to Point. In Hot Lap, race around a track as many times as you want in an attempt to set the fastest time. In Autocross, race through cone gates in an attempt to set the fastest time. In Point to Point, race from one point to the next in an attempt to set the fastest time.

Options

Modify your audio options and soundtrack, make changes to the HUD, choose English or metric units, select your controller setup, and watch replays.

In-Game Assists

Stability Management (STM) helps maintain vehicle control under difficult cornering conditions.

Traction Control (TCS) maximizes grip between the vehicle's driven tires and the road surface under acceleration.

Anti-Lock Braking (ABS) rapidly alters brake pressure to maintain maximum braking force at the threshold of wheel lockup.

Suggested Line helps you learn racing techniques by drawing a racing line on the track. Green indicates you should accelerate, and red indicates you should slow down (by releasing the gas and/or applying the brakes). However, racing the suggested line doesn't guarantee victory. The optimum speed and line for each race might be different across drivers, cars, conditions, and setups.

CAR CLASSES

A car's class designates its performance level by taking into account attributes, such as grip, weight, and power. Car class can limit the races for which you are eligible.

D | Standard production class. Examples include the Honda Civic Type-R and the Ford Focus SVT.

C | Sport production class. Examples include the Mazda RX-8 and the Honda S2000.

B | Performance production class. Examples include the Acura NSX and the Audi RS 6.

A | High-performance production class. Examples include the TVR Tuscan S and the Chevrolet Corvette C6.

S | Ultra-high-performance production class. Examples include the Enzo Ferrari and the Porsche Carrera GT.

R | Purpose-built race cars. Examples include the Audi R8 and the Bentley Speed 8.

> *Upgrading a vehicle might move it out of its current car class. The only exception to this is class R; cars never move out of this class, and no car can move into it.*

Subclasses

Car classes D through S have four subclasses, with 1 being the highest rated and 4 being the lowest. Class R has three subclasses.

Class R Subclasses

GT | **R-GT**: Race cars based on entry-level sports cars or sport sedans with roughly 300 hp.

GTS | **R-GTS**: Race cars based on mid-level sports cars or sport sedans with roughly 500 hp.

P1 | **R-P1**: Lightweight prototype race cars with roughly 600 hp.

ARCADE RACE

The *Forza Motorsport™* Arcade mode allows you to compete wheel to wheel against A.I. drivers as you unlock new cars and race series.

Progressing through Arcade Mode

When you first begin Arcade mode, you have access to a few tracks and cars.

Unlocking the Next Series of Arcade Races
To unlock the next series of races within Arcade mode, place in the top three against your opponents in all races within your current series.

Unlocking Cars
You can unlock up to three cars in each series. Place at least third in every race to unlock one car for that series, at least second in every race to unlock two cars, or first in every race to unlock three cars.

Loading Your Garage

While in Arcade mode, you can load any cars from your Career mode **Garage** by selecting the **My Cars** icon on the **Select Car Class** screen.

Career mode is the core of *Forza Motorsport*. You begin your career with a small amount of credits (CR), which you can use to buy and upgrade cars. As you compete in races, you'll earn more credits. You can win cars by finishing first in all races within a Career series. If you're connected to Xbox *Live*, you also have the opportunity to compete in your career online.

Race Restrictions

Races in Career mode are restricted to specific types of cars. Restrictions include car class, manufacturer region, power, and weight. If you're not in the correct car for a specific race, you must select a different car from your **Garage**, buy a different car, or modify your existing car.

Home Regions and Rarity

Choosing a home region is important in *Forza Motorsport*, because it determines availability, cost, and rarity of the cars in your career. Entry-level cars, such as the Honda Civic or Ford Focus, are common (and thus inexpensive) in all regions. Middle- to high-level cars, such as the Nissan Skyline, Chevrolet Corvette, or Opel Speedster, are far more common in their home region and relatively rare (and thus more expensive) in other regions. Supercars, such as the Enzo Ferrari, Porsche Carrera GT, or Chrysler ME Four-Twelve, are equally uncommon and rare in all regions. The rarer your car is in your region, the more value it holds.

Region also determines what aftermarket parts relationships you develop as you win money in your career (see page 11). After you choose a home region for a player profile, it cannot be changed. If you want to select another home region, you must create a new profile.

> ⛔ *Regardless of home region, by advancing your career, you eventually will gain access to all cars in the game. Region has no bearing on your language or your country of origin, nor does it affect which tracks are available to you.*

You can buy and sell cars with other players, and this is a good opportunity to collect cars from other regions. Therefore, it is in your best interest to pick a region different from your friends', so you can buy and sell cars for profit that are rare in each other's regions. You can buy and sell over Xbox *Live*, via System Link, or between profiles on the same Xbox console.

Career Levels and Manufacturer Relationships

As you progress to different levels, you unlock relationships with different manufacturers. There are two types of manufacturer relationships you'll unlock:

Parts Manufacturers - Unlocking a parts-manufacturer relationship results in discounted parts being available in the **Buy Upgrades** area of the **Garage**. For example, a relationship with a tire manufacturer can lead to discounted tires.

Car Manufacturers - Unlocking a car-manufacturer relationship results in previously locked cars from that car manufacturer being unlocked and available for sale. Occasionally, a car will be gifted to you.

> **Set Difficulty**
>
> *By increasing your difficulty, you increase your potential earnings. The quickest way to increase your earnings is by making the game more challenging.*
>
> *By default, damage and fuel/tire wear are enabled. Depending on the race, you might need to pit when those options are turned on.*

Upgrading and Tuning

Buy Upgrades

Improve your car with a high-performance engine, drivetrain, chassis, and bodywork components. Add, remove, or sell parts from your car that you've already purchased (note: when you sell parts, you won't earn back the original purchase price). Upgrading a vehicle might move it out of its current car class; when this happens, you can uninstall parts if you want to return to a lower car class.

- **Engine and Power** - Engines make power by burning a fuel and air mixture. To make more power, you must improve the engine's ability to breathe and thus burn more fuel. To improve breathing in *Forza Motorsport*, intake and exhaust upgrades reduce restrictions on air flow into and exhaust flow out of the engine; fuel and ignition upgrades supply higher fuel flow and a hotter spark for better combustion efficiency; and turbo and supercharger upgrades force more air into the engine.

- **Appearance and Aero** - Customize your car's appearance to transform a generic car into *your* car. Add front and rear spoilers and side-skirts to reduce wind drag, while increasing grip through higher downforce. Reduce weight with a carbon-fiber hood.

- **Chassis and Drivetrain** - The chassis is the structure to which the body, engine, drivetrain, wheels, tires, and even passengers attach. This structure affects handling—how well a car grips the road and how accurately it responds to driver inputs. Improve the chassis by modifying the suspension and stiffening and lightening the structure. The drivetrain transmits the power of the engine into motion at the wheels and the energy of motion into heat at the brakes and tires. Improve the efficiency, accuracy, and flexibility of the drivetrain by upgrading the transmission, clutch, brakes, differential(s), wheels, and tires.

When installing and uninstalling parts, you'll see the following icons:

You own this part, but it isn't installed.

You own this part, and it is installed currently.

Additionally, as you select parts for your vehicle, you can see that each part has up to three different levels above the stock part:

- **Modified Part** - This is an improvement over the stock setup.
- **Clubsport Part** - This is an improvement over the modified setup.
- **Professional Part** - This is the most advanced improvement for this setup and is designed for all-out racing.

*The **Buy Upgrades** area contains matched upgrade kits that are designed to improve your vehicle's performance. These kits will always improve your performance, and combinations of upgrade kits will show even greater improvement. You don't run the risk of decreasing vehicle performance when buying and installing upgrades. However, tuning changes made to your car in the **Tune Car Setup** area can affect performance adversely if done incorrectly.*

TUNE CAR SETUP

Forza Motorsport allows you control over your car's chassis tuning. Then, you can benchmark and test drive your new settings and save or load your favorite chassis setups.

Tuning is a complicated process. All of the tuning options are related to and dependent upon each other. Furthermore, there is no "right setting." The best setting will change by track, by car, and by driver. The ultimate test of a setup is on the track, so tune your car, and then go test drive to see the effects of your changes.

TORQUE AND POWER CURVES EXPLAINED

Torque (twisting force) and horsepower (the measure of how much work can be done with that twisting force) are related mathematically, and it's to your advantage to increase them. Although higher peak horsepower equals a higher theoretical top speed, when upgrading your car you generally want to maximize the total "area under the curve." Cars with broad curves are typically easier to drive and generally accelerate better. As with all tuning, lap time is the ultimate indicator of the progress you're making.

When you plot the torque of an engine versus the RPM values, your result is a "torque curve" (this black line starts above the power curve on the graph). Plotting the horsepower versus the RPM values for an engine results in a "power curve" (this gray line starts below the torque curve on the graph). When reading a power-curve graph, you can see the engine's peak horsepower (the RPM when the power available from the engine is at its maximum output). When tuning, try to maximize the power in the RPM range where you spend most of your time at the track. You might need to adjust your gearing to take advantage of your engine upgrades.

TORQUE

POWER

RPM
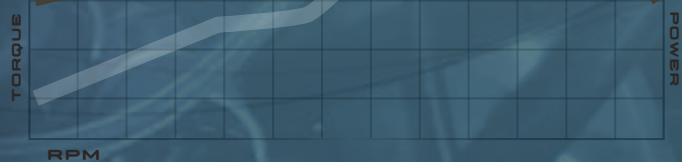
CUSTOMIZE PAINT

Go to **Customize Paint** to make basic changes to your car's paint job. Here, you can alter the paint on your car's body, mirrors, hood, and wing. If you want to create a detailed, unique design, you must select **Apply Decals**.

APPLY DECALS

The **Apply Decals** area is the most advanced livery editor of its kind. Here, you can add decals and create custom vinyl shapes and patterns on your car. You also can create custom skins that designate your Car Club.

Layers

The building blocks for your car's custom design are called layers. Each layer can contain one element: either vinyl or a decal. You can stack layers on top of other layers to create any design you want. There are six parts to your car: top side (including the hood), left side, right side, front bumper, rear bumper, and the wing. Each of these six parts has 100 layers—for a total of 600 layers on all sides.

Higher-numbered layers sit above lower-numbered layers—that is, if you have a layer 1 and layer 2 on top of each other, layer 2 will cover layer 1. Here is an example:

If you want to place a decal on top of a blue vinyl oval, you'd first create the blue vinyl shape on a layer. ▼

LAYER 1

LAYER 2

Next, you'd create a new layer with the decal.
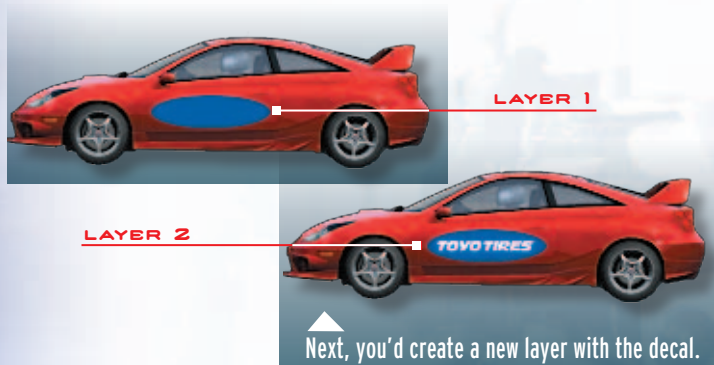
The decal layer sits on the oval vinyl layer, because it has a higher layer number. If the decal had a lower layer number, it would be hidden below the oval. This is a very basic example—remember that each of the six parts of your car has 100 layers, so your design possibilities are endless.

Layer Options
Within the **Layer Options** menu, you can copy, paste, insert, or delete layers. You also have the option to copy all layers from one side of your car and paste them on the other side of your car.

Copy Custom Design
You can copy your car's custom design and paste it onto another vehicle of the same make and model. This is very useful for Xbox *Live* Car Club members who want to have a unique design that designates their club.

Go Race - Career Race Types

- **Amateur Races** are single races, and the car restrictions aren't very strict. Specifications for Amateur Races are creative in their restrictions.
- **Point-to-Point Races** send you from one point to another along a turn-intensive course in an attempt to beat your opponents.
- **Professional Races** have very tight, competitive specifications for the cars that can enter.
- **Championship Series** races involve multiple races. For each series race, you are awarded points based on your finish. You don't have to finish first in every race, but you do want the highest point total at the end of the series of races.
- **Endurance Events** are extremely long events where pit strategy can be important and the potential for earnings is greater.
- **Online Career** races allow you to compete over Xbox *Live* against human opponents, while earning Career credits and leveling up.

Drivatar™ technology is a form of learning artificial intelligence–it learns to drive like you by watching you race and emulating you. Train your Drivatar A.I. to use your racing techniques, so it can race for you in certain Career races (choose **Load Drivatar** from the pre-race **Starting Grid**). Note that you must pay the Drivatar A.I. a fee to enter a race for you, and this is deducted from your race winnings. To find out more about Drivatar technology, visit **www.drivatar.com**.

▪ DRIVATAR LESSONS

Race through the required **Drivatar Lessons** to demonstrate your racing techniques. You can add additional training to make your Drivatar A.I. behave more like you by selecting **Free Training**. One aspect of the training will be teaching your Drivatar A.I. how you handle the following turns:

Right Angle
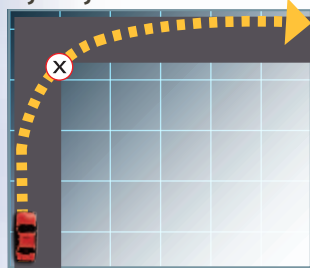
Constant Radius
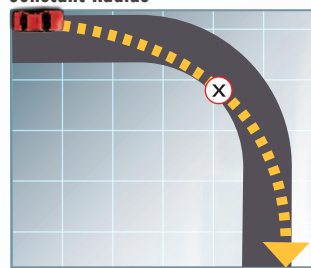
Increasing Radius
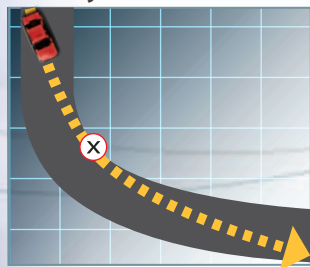
Decreasing Radius
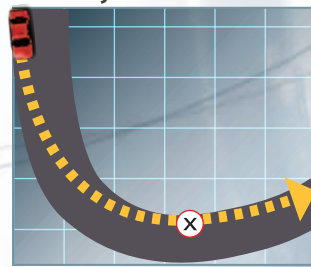
Hairpin
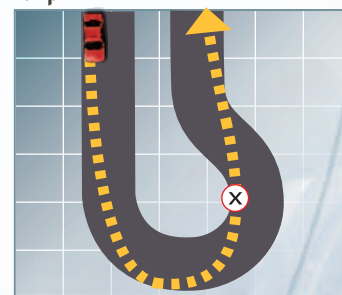
Dual Apex
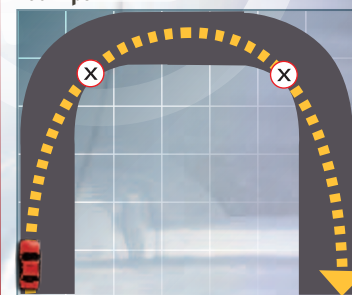
Sweeper
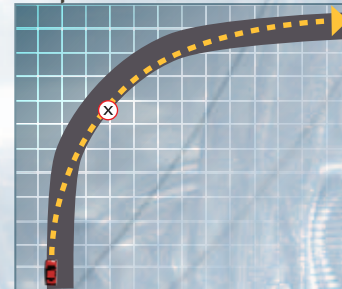
Kink
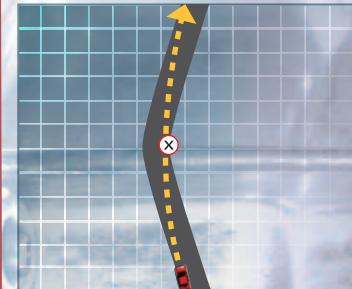
Chicane
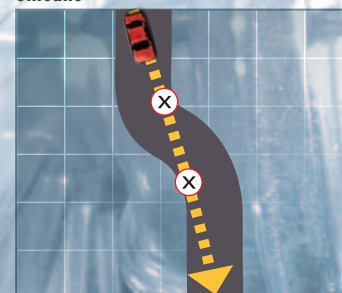
ⓧ = APEX

Replays are a powerful tool for analyzing race performance. You can review previously saved replays in the **Replay Theatre** by selecting **Options** from the **Main Menu**.

▪ Telemetry

Replay telemetry allows you to analyze race performance in intricate detail. For example, you can analyze tire load, camber, speed, and temperature to help diagnose setup problems, differential problems, and tire grip and wear issues. Study your own race, or learn from someone else. The following are some of the more advanced telemetry screens:

Force acting on tire

Available grip

▲
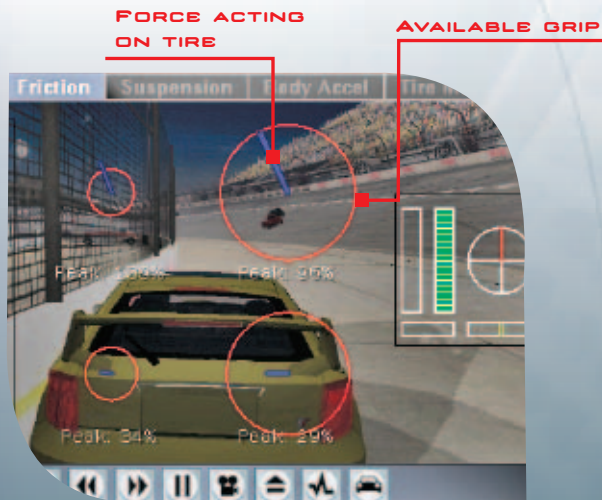
This shows tire grip information—the circle shows available grip for the tire, and the blue line shows the actual force on the tire. When the blue line goes outside of the red circle, you are sliding, because there is more force acting on the tire than there is grip available. A fast driver will keep the blue line at the edge of the circle when accelerating, decelerating, or cornering. If you see the blue line outside of the circle frequently, try to be more smooth in your actions on the track.

Recorded high points

Angle and intensity of force on car

G-force on car

▲

This shows the g-forces acting on your car. Use it to determine how effective any adjustments or upgrades were. Generally, as g-forces go up, lap time improves.

Default ride height

Bump stop

Compression

Extension

▲

This shows the current position of the suspension within its available travel. Use this to help determine proper spring and damping adjustments. Both too little and too much movement can result in undesirable handling.

Xbox *Live* is a high-speed or broadband Internet community where you can create a permanent gamer identity, set up a **Friends** list with other players, see when other players are online, invite friends to play, and talk in real-time as you race. In addition, by connecting to Xbox *Live*, you have access to online scoreboards, online car buying and selling, online Career races, and Car Clubs.

Connecting to Xbox *Live*

Before you can play *Forza Motorsport* online, you must connect your Xbox console to a high-speed or broadband Internet connection and sign up for Xbox *Live* service. To determine if Xbox *Live* is available in your area and for information about connecting to Xbox *Live*, see **www.xbox.com/connect** and select your country.

Signing In

To sign in, you must first select or create a profile. Select **Xbox *Live* Sign In** from the **Multiplayer** menu. The most recently used Gamertag will be signed in automatically whenever you start the game. If Auto Sign-In has been turned off in the Xbox Dashboard, you won't be signed in automatically.

> For the latest information and stats tracking, visit **www.forzamotorsport.net**.

Quick Match

Quickly join an event. You'll be placed automatically based on your ELO ranking (see below).

OptiMatch™

Be as specific or broad as you like about the type of competition, car, and game criteria for the race you want to join. Specify such parameters as the track, game type, and car class. Additionally, you can search for lobbies in which others are buying and selling cars by selecting **Buy and Sell Cars** as your **Game Type**.

Create Match

Create and host a race type with specific criteria, or create a lobby in which to buy and sell cars with other players.

Go to Career

Earn credits and level up by racing Career mode races online against human opponents. In Career Quick Match, human opponents are matched to your skill based on the ELO ranking system.

> **ELO Ranking**
> The Forza Motorsport *ELO ranking system is based on a chess rating system developed by Arpad Elo for the United States Chess Federation. An ELO ranking system factors such variables as a player's rating, the probability of a win for each player, and the effects of win or loss on a player's rating.*

Car Club

Car Clubs are an Xbox *Live* exclusive. A Car Club is a team of drivers who have joined together. Car Club statistics are tracked as a group, and a Car Club functions like a shared **Friends** list. You can always find your Car Club members online quickly, and you can track your Car Club members' stats in the scoreboards. Your Car Club can have members who are not in your Xbox *Live* **Friends** list. You can join only one Car Club, and as a member of the Car Club, you contribute to the Car Club's score.

Creating a Car Club

When you create a Car Club, you become the Club President. The President can recruit any member of the Xbox *Live* community to be in the Car Club. The President also can designate club members as Recruiters.

> Recruiters can add and remove members from the Car Club, but they can't remove other Recruiters; only the President can remove a Recruiter.

When racing or navigating the UI, you have the option to listen to your own music. To do this, select **Soundtracks** either from the **Options** menu or from the in-game **Pause** menu. Then, select the soundtrack you want to hear.

If you want to hear your own custom-created soundtrack, you must first create a soundtrack on the Xbox Dashboard.

Create an Xbox Dashboard Soundtrack

1. Remove the *Forza Motorsport* game disc from your Xbox console.

2. Go to the Xbox Dashboard **Music** menu.

3. Copy tracks from an audio CD to a soundtrack.

4. When you've finished creating your Xbox Dashboard soundtrack, place the *Forza Motorsport* disc back into the Xbox console.

For more information on creating soundtracks on the Xbox Dashboard, refer to your Xbox console instruction manual, or visit **www.xbox.com/en-US/support/games/customsound.htm**.

Outside-Inside-Outside Cornering

To maximize cornering speed, use the entire width of the track to make every corner as wide as possible. This provides the largest radius through the corner, allowing the highest speed given available tire grip.
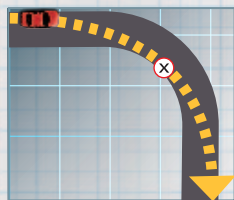
When approaching a corner, place your vehicle to the outside edge of the track until "turn in." Then, move from the outside edge to the inside edge at a point called "the apex"—somewhere near the middle of the corner. When past the apex, use the track's width to your advantage, moving back toward the outside edge as you complete the corner.

Late and Early Apexing
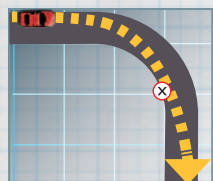
A "late apex" is an apex point after the geometric center of a corner. When late apexing, you give up some cornering speed, so there's more grip available to accelerate your car earlier. In some cases, the time lost because of the slower speed through the corner is made up for by the time gained through increased straightaway speed after the corner.

An "early apex" is an apex point before the geometric center of a corner. Apexing early is less common, but it can be advantageous when driving through an increasing-radius corner (see page 18). You might try to apex earlier to maximize speed through a corner (by creating a wide line at the exit), but at some point, the line created runs too wide and off the outside of the track.
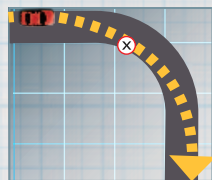
Finding the Line to Maximize Speed

Find the best path around the track for your vehicle and driving style.

1. Drive at a slow pace around the track until you know the layout.

2. Begin to use the entire track width for all corners using very late apexes. This might seem unnatural at slow, non-race speeds.

3. Slowly work your speed up, and pull each apex back about three feet with each lap.

4. Eventually, you will need to use the entire width of the track on the exit of a corner. You are now very close to the vehicle's limits and should start moving apexes back in smaller increments. If you run off the outside edge of the track or must "turn in" again after you've passed your apex, you've apexed too early.

5. When you've worked up to speeds and apexes that force you to use the entire track, then you've found your baseline around the track. This line might be different across drivers, cars, conditions, and car setups.

6. Now, work on compromising certain corners to maximize your speed through others (where corners are close together). Generally, it's best to focus on corners with the longest straights after them, as the speed you carry through the corners will help you on the following straightaways. Use lap times and telemetry to determine the best compromises between corners.

SETTING UP THE PASS

Most passing happens under braking or coming off of a corner on to a straightaway. To pass under braking, first get as close as possible to the car in front of you. As you both approach a corner, move your car to the inside of your opponent and bring it alongside—try to have the nose of your car at least past the door of your opponent. Brake later than the other car; with your nose ahead, your opponent will not be able to make the turn. You now have "taken" the corner and are halfway through the pass. Drive through the corner (without hitting your opponent). Your opponent should fall in behind you; when that happens, you've "made the pass." Be aware that your opponent might try to re-pass you coming onto the straightaway (by late apexing), because the line you took through the corner was severely compromised to make the pass.

If you have a faster car (or an evenly matched one), the safest place to pass is on the straightaway. If the cars are closely matched, you should be able to get close enough that your opponent has to start driving a protective (inside) racing line to keep you from passing in a braking zone. As the other driver brakes deeply on the inside of the track, swing to the outside of the track and prepare to hit a late apex. You should be able to drive to the inside of your opponent as you both exit the corner. Because you're on a late apexing line, you should have more speed onto the straightaway than your opponent, who's recovering from a very early apexing (protective) line.

BLOCKING THE PASS

Passing often occurs in the braking zone. If a vehicle is close behind yours, you should protect the inside line while braking into corners. This isn't the fastest way around the track (and why a "qualifying line"—without opponents—is different from a "racing line"), but it will prevent the other driver from muscling in to the inside line. (If that happens, you'll be forced to drop behind or to take the outside edge of the track.) Even though you're driving more slowly using the inside line, it's far more difficult for the driver behind you to pass on the outside.

Opel, Astra, Emblems, and body design are Adam Opel AG Trademarks and used under license to Microsoft.

Opel Astra V8 Coupé 24 h Nürburgring is used with permission and under

license from Opel Performance Center GmbH, Germany

Pagani, Zonda S all associated logos, and the Zonda S distinctive designs are trademarks of Pagani Automobili S.p.A.

Panoz Motorsport Georgia, Inc.

Merci à AUTOMOBILES PEUGEOT pour son aimable collaboration.

Porsche, the Porsche crest, 911, RS, Carrera and Boxster are registered trademarks of Dr. Ing. h.c. F. Porsche AG. Sublicensed from Dr. Ing. h.c. F. Porsche AG

Merci à RENAULT s.a.s. pour son aimable collaboration.

Toyota, AE 86 Sprinter Trueno GT Apex, 2000gt, GT-One, MR2, MR-S, Altezza, Camry, Celica, Soarer, Supra, Lexus SC430, names, emblems and body designs are trademarks and/or intellectual property rights of Toyota Motor Corporation.

The likenesses of the TVR Tuscan, TVR Cebera Speed 12 are used with permission, and are the Property of TVR Engineering LTD.

Saab, 9-3, Viggen emblems and body design are Saab Trademarks used under license to Microsoft.

Thanks to SEAT, S.A.

Saleen®, all its vehicle names, and Saleen's proprietary designs are registered trademarks of Saleen, Inc. used under license to Microsoft Corporation.

'Shelby®', 'Cobra®', 'Shelby GT-500KR™', 'Shelby Series One®' and 'Shelby Series One Logo™' are registered trademarks and intellectual properties of Carroll Shelby and Carroll Shelby Licensing, Inc. and are used by Microsoft Corporation under license.

Subaru and Impreza are the registered trademarks of Fuji Heavy Industries Ltd. The Impreza WRX STi Spec-C (Japan Spec) was modified with permission for use in Forza Motorsport™.

Vauxhall, VX220, Emblems and body designs are Vauxhall Motor Company Limited trademarks used under license to Microsoft Corporation.

Trademarks, design patents and copyrights are used with the permission of the owner Volkswagen AG.

Volvo and S60R names, emblems, body designs, trademarks and/or intellectual property rights are used under license by Microsoft Corporation, and approved by Volvo Cars of North America, LLC.

RACE CIRCUITS

Mazda Raceway Laguna Seca is operated by SCRAMP and used under license by the Microsoft Corporation

Nürburgring GmbH

The Silverstone Circuit is a registered trade mark of the British Racing Drivers' Club and held under license by Silverstone Motorsport Ltd.

Tsukuba Circuit and JASC words and design marks are used under license by the Microsoft Corporation.

Road America is used under license by the Microsoft Corporation.

Road Atlanta is used under license by the Microsoft Corporation

LEAGUE CREDITS

International Motor Sport Association (IMSA)

SCCA Pro Racing, Inc.

GT Association logo and teams are used under license by the Microsoft Corporation.

MANUFACTURER CREDITS

O•Z Racing logo is used by Microsoft Corporation with the permission of O•Z S.p.A

Mopar is a trademark of the DaimlerChrysler Corporation.

Sparco is used by Microsoft Corporation with the permission.

TEAM CREDITS

Lead Program Manager
Garrett Young

Program Manager
Jo Clowes

Lead Game Designer
Dan Greenawalt

Game Designers
Bill Giese
Christian Vanover
David Bennett (FILTER)
John Feil (FILTER)
Brian Taney (FILTER)
Brian Yeung (S&T Onsite)

Development Lead
Andrew Kertesz

Development
Richard Bailey
Juan Carlos Arevalo Baeza
Chad Barry
Dan Beenfeldt
Barry Brumitt
Peter Chapman
Craig Cook
Bob Crocco
Glenn Doren
David Eichorn
Andrew Fomichev
Dave Gierok
Mark Hatton
Jesse Janosov
Aaron Ogus
Chris Tector
Phil Teschner
Michael Tipping
Didier Xis
Paul Furio (Volt)
David Player (Volt)
Rolland Waters (Excell Data Corporation)

Art Lead
John Wendl

Art Production
Jennie Chan
Matt Collins
Gabe Garcia
Kevin Gee
Alex Hillman
Colin Kawakami
Kaari King
Mark Peasley
Gavin Vaden
Eugene Wong
Dave Adams (FILTER)
Emmanuel Athans (FILTER)
Derek Bentley (FILTER)
Ryan Blinsky (FILTER)
Max Braun (FILTER)

Michael Bray (FILTER)
Tyler '59' Brunkhorst (FILTER)
John Carlton (FILTER)
Dane Egenes (S&T Onsite)
Noah Kaarbo (FILTER)
Aubrey Pullman (FILTER)
Ryan Sanders (S&T Onsite)
Howard Schargel (FILTER)
Ben Shively (S&T Onsite)
Ken Studebaker (FILTER)
Marvin Washington (S&T Onsite)

Additional Game Art
Valkyrie Entertainment
Glass Egg Digital Media
Dhruva Interactiv

Art Content Coordination
Laura Henion (S&T Onsite)
Jennett Morgan (S&T Onsite)
Jeff Palmer (Volt Computer)
Todd Van Horne (S&T Onsite)

Test Lead
Christian (Squido) Owens

Automation Test Support
Steve Dolan
Steve Larson
Andrew Marthaller
Steve Robinson

Code Test Team
Mario Rodriguez
Rahsaan Shareef
Rob Fulwell (Volt)
Kelly Kristek (Volt)
Mathew Montgomery (Volt)
Mirko (b34r) Muggli (Volt)

Content Test Team
Mike Yriondo
Brandon Baker (Volt)
Larry Bridges (Volt)
Scott Catlin (Volt)
Wendy Church (Volt)
Matt Hanson (Volt)
Rene Holt (Volt)
Sean Howley (Volt)
Eric Stephenson (Volt)
Justin Wood (Volt)

Multiplayer Test Team
Jeff Stephens
Dan Tunnell
Sheldon Bono (Volt)
Shaun (cextion) Crumb (Volt)
Eric Johnson (Volt)
Matthew Kangas (Volt)
Michael McManus (Volt)

Dynamics and Audio Test Team
Joel Robinson

Matthew Laverty (Volt)
Dave Neel (Volt)
Jay Spang (Volt)
Gordon Watanabe (Volt)

Regression Test Team
Karl LeDoux (Volt)
Troy (Malocchio) Warr (Volt)
Scott Warr (Volt)

Smoke Team
Adam Dare
Kevin Frost (Volt)
Joseph Vincenzi (Volt)

Demo Test Lead
Jeff Shea

Loc and TA Test Lead
Kevin (Gaiden) Darby

Gameplay Recon
Pablo Basilio (Volt)
Nathan Gilbert (Volt)
Justin Royter (Volt)
Mark Uyeda (Volt)

Content Writing Lead
Fred Northup, Jr.

Technical Editor
Beth Demetrescu

Additional Writing
Walter Kong
Chris Novak
Joel Robinson
Jeff Palmer (Volt)

Audio Lead
Greg Shaw

Sound Design
Peter Comley
Ken Kato
Greg Shaw
Nassim Ait-Kaci (FILTER)
Mike Caviezel (FILTER)
Mary Olson (Orasound)
Tawm Perkowski (FILTER)
Mark Price (Volt)

Sound Lab Director
Jerry Schroeder

Audio Content Coordinators and Advisors
Mark Price (Volt)
Chris Vincent (S&T OnSite)
Justin Wood (Volt) (S&T OnSite)

Audio Programming
Richard Bailey

Music Supervisor
Matthew Lee Johnston (((Soni-Fi)))

All original music composed and produced by
Junkie XL

Microsoft Research Cambridge
Mark Hatton
Ralf Herbrich
Michael Tipping

Simulation Subject Matter Experts
Brian Beckman
Michael Kallay
Neil Konzen
Eric Leonhardt

Manual Design
Chris Lassen
Dana Ludwig

Director of Global Product Management
Chris Di Cesare

Global Group Product Manager
Scott Lee

Global Product Manager
Michael Johnson

User Testing Project Leads
Daniel V. Gunn
Boyd Morrison

User Testing Assistants
Daniel Mayes (Excell)
Kelly Meyers (Excell)

Product Support
Craig Stum

Business Manager
Nick Dimitrov

Business Development Manager
Walter Kong

Licensing Manager
Kathy Moon Chu Kim

Licensing Coordinators
Denise Heimel (Volt)
Frances King (Volt)
Andrew Lamb (Volt)
Michiko Tamura (Volt)
Bob Williams (Volt)

Music Licensing
Lily (Linda) Kohn

Legal
Jama Cantrell, Senior Paralegal
Hubert Cheng, Attorney
Sue Stickney, Paralegal
TiAnna Jones, Paralegal Assistant

Localization Program Manager
Jenni Gant

See the in-game credits for the complete list of *Forza Motorsport* team members.

Special Thanks
Josh Atkins, Chenelle Bremont, Nate Brooling, Jeff Dack, Craig Davison, Clinton Fowler, Eli Friedman, Bill Fulton, Kai Gushima, Greg B. Jones, Shane Kim, Justin Kirby, Adam Kovach, Ken Lobb, Shannon Loftis, Jeremy Los, Caroline McNiel, James Miller, Mike Minahan, Oliver Miyashita, Bill Nielsen, Murray Pannell, Frank Pape, Laura Peasley, Jimbo Pfeifer, Chris Satchell, Charlie Scibetta, Stacie Scattergood, Bradley Shelton, Phil Spencer, Todd Stevens, Jo Tyo, Andrew Walker, Bobbie Washatka, Dennis Wixon, Guy Whitmore, Matt Whiting, Kiki Wolfkill, MS Studios, and the Forza Subject Matter Expert team.
Thank you to all our automotive partners. Thanks to the localization teams in Dublin, Japan, Korea, and Taiwan.

WARRANTY

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

TECHNICAL SUPPORT

Technical support is available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12. TTY users: 001-866-251-26-21.
- In Colombia, call 01-800-912-1830.

For more information, visit us on the Web at **www.xbox.com.**

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, domain names, e-mail addresses, logos, people, places, and events depicted herein are fictitious, and no association with any real company, organization, product, domain name, e-mail address, logo, person, place, or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

© & ℗ 2005 Microsoft Corporation. All rights reserved.

Microsoft, Drivatar, Forza Motorsport, the Microsoft Game Studios logo, OptiMatch, Xbox, Xbox *Live*, the Xbox *Live* logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

DOLBY DIGITAL Manufactured under license from Dolby Laboratories.

BINK VIDEO Uses Bink Video. Copyright © 1997-2005 by RAD Game Tools, Inc.

PROJECT GOTHAM RACING 2

Project Gotham Racing®2 is the ultimate test of racing skill, style, and daring that rewards you not only for how fast you drive, but also for how you drive fast.

Earn Kudos and gain recognition for cornering on two wheels around Chicago; power sliding through the ancient streets of Florence, Italy; or maneuvering along the racing line of the world-famous Nürburgring track—all while racing some of the most exotic high-performance vehicles available. Challenge other gamers online, utilizing the Xbox Live™ service, or take on your friends in a multiplayer race using System Link.

Race on 100+ tracks through the streets of Chicago, Washington DC, Florence, Barcelona, Edinburgh, Yokohama, Stockholm, Hong Kong, Sydney, and Moscow.

Earn Kudos as you drive with style. Powerslide around corners, spin 360s, stay on the racing line, and more.

Join eight-player races, take challenges, talk smack, download ghost cars of the best scores, and make your mark on more than 400 Scoreboards over Xbox Live.

xbox.com/pgr2

RALLISPORT CHALLENGE 2
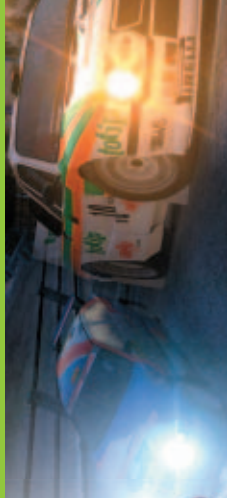
RalliSport Challenge 2 gives you the thrill of racing on the edge though five intense Rally events, including the risky new Crossover Duel. Grab the wheel of real licensed rally machines, and dominate the competition on dozens of tracks around the world.

Your competition can be just as global. Up to 16 players can compete over Xbox Live™ for the most intense multiplayer racing ever. If you want white-knuckled racing action, only *RalliSport Challenge 2* can deliver.

Push the limits with more than 40 vehicles, including the notorious Group B cars. Master the fiercest, toughest, most aggressive machines on the planet—including every major Rally car since '78.

Experience brutal, true-to-life racing conditions. Sparks fly as you plow into signs. Rocks clatter against your undercarriage. Puddles suck your tires down like quicksand.

Test your mettle against Mother Nature's worst nightmares. Tackle driving rain, blinding snow, and the impenetrable dark of night.

xbox.com/rallisportchallenge2

MIDTOWN MADNESS 3

The road to victory is sometimes a sidewalk! This is wheel-to-wheel, pedal-to-the-metal racing in two jam-packed cities. Paris and Washington DC will never be the same. *Midtown Madness® 3*, the latest in the popular *Midtown Madness* franchise, allows gamers to get behind the wheel of more than 30 vehicles and compete in exciting race modes, such as Blitz, Checkpoint, and Cruise; "Work Undercover" through 54 missions; or challenge other racers online over Xbox Live™! Go anywhere, do anything, race anyone—just make sure you get there first!

Two Cities, Twice the Trouble - Experience wide-open racing in two living, breathing, world capitals.

Drive Everything - From a Lotus Esprit Turbo to a Garbage Truck, more than 30 vehicles in all!

Multiplayer Mayhem – Play exclusive Xbox Live game modes, two-player split screen and up to eight-player System Link.

xbox.com/midtownmadness3

ONLINE ENABLED

# BLINX 2: MASTERS OF TIME & SPACE

Blinx® 2: Masters of Time & Space continues the adventures of Blinx, a heroic cat with the ability to make time slow down, fast forward, rewind, or stop. In this sequel, Blinx and his squad of tough, agile cats use their Time Control powers to battle menacing time monsters, outmaneuver the criminal pig gang, and discover why time is disappearing.

Step into the shoes of the cats' rivals—the sneaky pigs—who are equipped with the ability to control space. These crooks tackle various challenges using their stealth skills, powerful weapons, and mastery of the space continuum.
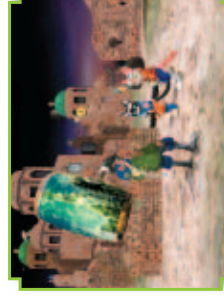
Control Time and Space - Control time as the hero, or manipulate space as the villain.
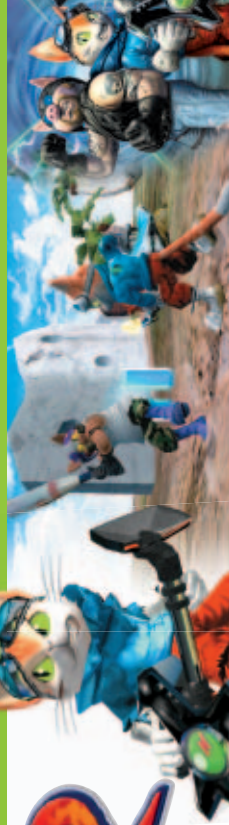
Show Your Style - Customize the face, body, and clothing of characters. More than 25 characteristics can be adjusted in up to 100 ways, so gamers can make the characters as unique as they are.

Work as a Team - Team up in two-player Co-op mode... or duke it out in Vs. mode for even more fur-flying, snout-bashing action!

xbox.com/blinx2